

Lewis Owen

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Creative Technologist

Ambitious and experimental artist and creative technologist looking to join an interdisciplinary design studio. Possesses a strong creative tech skillset and a passion for collaboration. Eager to learn and develop new and existing skills. Highly imaginative whilst able to execute projects in real terms.

Skills

- 3D Digital Design using Blender and Unreal
- Proficiency in Adobe suite
- Photography and documentation
- Coding and programming
- Audiovisual tech installment
- Project Management
- Collaboration

Experience

Night School Event Organiser

School of Art, 2023 - 2024

As an organiser, I am involved in meeting with the committee, planning a cross-faculty public event at the School of Art. I often perform live visuals, but have also curated and installed an exhibition of audiovisual artworks, and DJ'd for a catwalk show

App Developer and 3D generalist

Collaboration with Kyiv National Institute of Technology and Design 2023

Working as a small team with a UI designer, two digital 3D modellers and myself developing the app and transferring 3D assets to the app development software. For this I used Unity with Vuforia plug-in to create the app for Android

Bar Supervisor

44 Bar and Bistro, August 2022 - August 2023

Whilst working full time making cocktails and entertaining guests, I also took on the responsibility as in-house photographer

Audio Visual Technician placement

The City Is Full of Noise 2022, Herbert Art Gallery and Museum, Coventry

Installing exhibitions of AV artwork to a professional standard amongst a team of experienced technicians whilst considering health & safety risks

Freelance Photographer & Videographer

2021 - present

Undertaking freelance photography jobs for a range of clients in many sectors, including TAG Network Midlands, Rowcroft Hospice and 44 Bar and Bistro

Education

Immersive Bootcamp - 12 week course

Birmingham Open Media, 2024

Learning Unreal Engine for immersive experiences

BA Art and Design with Creative Tech

Birmingham City University, graduating 2025

Learning to creatively problem-solve and developing a strong ethical and sustainable collaborative ethos

Access to Art and Design - Distinction

Solihull College 2021

Learning photography techniques, documentary filmmaking and critical reading and writing

Exhibitions

Night School, 2024

Performance, School of Art

Glitched Liquid Light Show

APE(Alternative Performance Events), 2024

Performance, RMBL

Glitched Liquid Light Show

FUBAR, 2022

Group show, online @ fubar.space

Selected images, scanner glitches

Horror in the Night School, 2022

Group show, School of Art

Installation, projected images

Heritage Arts Trail, 2022

Group show, St Mary's Allotments

AR art piece accessible by QR code

References available upon request